

The **RAPE!** *Game*

If you're a loyal **ANSWER Me!** reader,
you've probably wanted to rape someone
at some point in your life....



...Or perhaps you've wanted to **BE** raped.



But who needs the legal and/or
emotional hassles that can go
along with it?



The RAPE Game!

allows adult couples to enjoy the
rape experience in a supportive,
consensual environment.

It provides all the **THRILL** of rape
without any of the headaches!

***Turn the page and
start rapin'!*** ➡

GAME

RULES

NUMBER OF PLAYERS

Since we've always felt that three's a crowd, this game is designed for **TWO** players only. **The RAPE Game!** involves role-playing. You must choose to play either **PREDATOR** or **PREY**.

OBJECT OF GAME

The **PREDATOR** begins the game from a **CRACK DEN**, situated five spaces behind the **ESPRESSO BAR**, which is the **PREY**'s point of departure. The **PREDATOR**, however, always gets the first roll of the dice. Along the way, both players will meet obstacles which are explained on the **GAME ICONS** page.

Both players advance through various sectors of the urban jungle in a race to reach the **PREY**'s high-security apartment building on the other side of town. These urban sectors are, in order: a dimly lit waterfront area; a city park; a college campus; a high-crime district; a fork in the road which either goes directly over a bridge or detours through a cemetery; and a parking lot near the **PREY**'s apartment complex.

Should the **PREDATOR** reach the apartment first, he will lay in wait for his **PREY** and commit a successful rape-murder. Should the **PREY** arrive at the apartment first, she'll be able to lock her doors and safely repel any attack. Therefore, whoever gets to the apartment first is the **WINNER**.

The game usually ends more dramatically if you require the players to reach the apartment on an **EXACT** dice roll—for instance, if you're four spaces away from the apartment, you'd have to throw an exact roll of four to win.

SHOOTOUTS

Both **PREDATOR** and **PREY** start the game with **SIX** bullets. Players lose or gain bullets depending upon which spaces they land on (see **GAME ICONS** page). When players

- land on the **SAME SPACE**, a **SHOOTOUT** occurs. (The only exception to this rule is when both players land on a **SAFE SPOT**.)

- A **SHOOTOUT** works like this: If the **PREDATOR** has more bullets than the **PREY**, he overpowers her, rapes her, and sends her back to the nearest hospital. (If the **PREY** has not yet reached a hospital, she must go all the way back to the espresso bar to seek first aid.)

- If the **PREY** has more bullets than her **PREDATOR**, she wounds him in the shootout and sends him back to the nearest prison. (If the **PREDATOR** has not yet reached a prison, he retreats all the way back to the crack den.)

- If both players have the same number of bullets, nothing happens. They just eye each other suspiciously.

- The game proceeds more quickly if both players retain their bullets after a shootout.

TOLLBOOTH

- Almost three-quarters of the way toward the apartment, you'll encounter a large space labeled **TOLLBOOTH**. The booth itself, plus the "even rolls" and "odd rolls" arrows, are all considered one big space. To take the **BRIDGE** route, you must have **EXACT** change, signified by an **EVEN** dice roll. If you roll an **ODD** number to get past the **TOLLBOOTH** space, you must take the **CEMETERY** route, which is twice as long. If you land exactly on the **TOLLBOOTH** spot, wait until your next roll to determine which route to take.

- For example, if the **TOLLBOOTH** is six spaces away and you roll a nine, you'd advance three spaces into the **CEMETERY**.

OTHER RULES

- There are none. If you're unsure about any specific points (such as whether to roll again if you roll doubles), make up rules as you go along. You're supposed to **CONTROL** and **ENJOY** this game, much as you'd treat a rape victim.

GETTING

STARTED



Following the handy dotted lines, cut the "PREDATOR" and "PREY" game-card sheets into individual cards.

2.



1. Using an instrument with a flat, hard edge, **PRY OPEN THE STAPLES** to the left. **CAREFULLY** lift the "board" game (glossy paper) and the game "cards" (plain paper) free of the staples. Once these are removed, **FLATTEN DOWN THE STAPLES** to rebind the magazine.



3.



You'll need about twenty to thirty small, identical objects to serve as **BULLETS**. Coins, matchsticks, and other household items will do, although we prefer actual **BULLETS**. Keep them in an **ARSENAL**, either on the middle of the board, in a cup, in an ashtray, or store them in your mouth—we're not picky.

4.



Get a pair of fuckin' dice.

5.

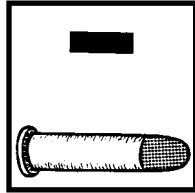
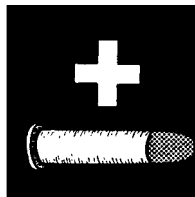
Find your own **GAME PIECE**. Buttons, paper clips, thimbles, your foreskin, and similarly small items all work wonderfully. We've provided some suggestions for **PREDATORS** and **PREY** below, should you care to photocopy them. **DON'T CUT THESE OUT**, or you'll ruin the game board. First make a copy—preferably onto card stock—and then cut them into dime-sized playing chips.

PREDATORS



PREY

GAME ICONS



BULLETS

The icon on the left means you take a bullet from the arsenal.

The one on the right means you give a bullet back to the arsenal.

If you don't understand that, you should put a bullet through your head.

GOOD GUY / BAD GUY

These spaces have different effects, depending on which role you've chosen. If you're the PREDATOR and you land on a GOOD GUY spot, it's as if you've been lynched by vigilantes. Retreat to the nearest prison (or all the way back to the crack den if you haven't yet reached a prison).

If you're the PREY and you land on a BAD GUY spot, you get raped by a complete stranger, with the same effect as if the PREDATOR had raped you—i.e., back to the hospital with you.

When the PREDATOR lands on a BAD GUY spot, or if the PREY lands on a GOOD GUY spot, it has no effect. They're only hanging out with friends.



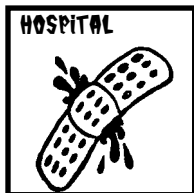
HOSPITAL / PRISON

If you land on either of these spaces as part of your normal forward progress, they have no effect.

However, you may be required to RETURN to these spaces under three conditions:

- If you lose a shootout with your opponent;
- If you've been zapped by the wrong "guy" (see GOOD GUY/BAD GUY, above);
- When a game card tells you to go there.

In all of these instances, you must go BACKWARDS to the nearest respective space. The PREDATOR always returns to PRISON, the PREY to the HOSPITAL. If you haven't yet reached a prison or hospital, you must go all the way back to your starting point.



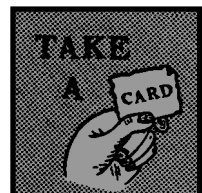
SAFE SPOT

A demilitarized zone. Shootouts can't occur on this space.



TAKE A CARD

Depending, of course, on your role. PREDATORS take the PREDATOR cards. PREY draw only from the PREY pile.



IDIOT BOXES

These should be self-explanatory, but judging from what I've seen of some of our readers, who knows?